BASIC NETWORKING

The purpose is to stablish a channel of comunication between client and server for sending and receiving data.

INTERFACES

- **Socket** → Contains data of the socket;

- **ServerSocket** → Constains the configuration of a connection link in the part of the server;

CLASSES

- SocketHint → To configure clients socket;

- ServerSocketHints → To configure server socket, as the timeout connections

Server Socket Config

```
ServerSocket server = Gdx.net.newServerSocket(Protocol.TCP, localhost,
6066, new ServerSocketHints());
```

If we need to change the timeout connection, for example, the new way is the following:

```
ServerSocketHints hints = new ServerSocketHints();
hints.acceptTimeout = 500;       // The time is in milliseconds.

ServerSocket server = new Gdx.net.newServerSocket(Protocol.TCP, 6066,
hints);
```

Client Socket Config

```
Socket socket = Gdx.net.newClientSocket(Protocol.TCP, 123.456.789, 6066,
new SocketHints());
```

The same as change the timeout connection in the part of server, we make the following for the client:

```
SocketHints socketHints = new SocketHints();
socketHints.connectTimeout = 2000;     // The time is in milliseconds.

Socket socket = Gdx.net.newClientSocket(Protocol.TCP, 123.456.789, 6066,
socketHints);
```